



PERSONAL DEVELOPMENT

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Introduction

In this document we reflect on our internship period, we talk about what we have learned, and what went well and what went wrong. Furthermore, we talk about what we would do the next time. For further information read this document.

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What went well?

To start with, we are very happy that we started working by means of the double diamond method. This made planning easier and we knew which phases we had to go through. Applying double diamond also went very well. We were able to go through the process well. We also applied design principles and human centered design. This was also one of my personal learning goals.

Furthermore, we applied scrum for our project, to do this we made use of Jira. What also went well was programming in flutter, in the beginning we knew nothing about flutter. Looking back we have learned a lot, we gain knowledge about the layout and structure, state management, MVVM, theme, Components and routes. Furthermore, we have gained a lot of knowledge, especially in the fronted-end part.

We also worked a lot independently on my internship assignment. This went great sometimes we got stuck because of an error but after getting help from my internship coordinator, we managed to solve the issue.

Furthermore, the communication with my internship coordinator went well, we gave an update of my work mainly through Jira or slack every week. Once or twice a week he came to talk to us or help us with our project and to give us feedback.

What went wrong?

Our planning went not exact as planned, that's because we didn't take my portfolio into account. This took much more time than planned, it also took me much longer to realize the app, because we had never worked with flutter before. Because of this, my schedule did not come out as we had planned.

We also wanted to do research regarding knowledge in mobile technology, to find out the average level when it comes to mobile technology within brover. To get answers we had to come up with questions, we wanted to make a survey with yes, no questions in order to collect more information.

We then conducted the survey with 20 people. Unfortunately, we couldn't figure out the average knowledge level of mobile technology. This was because we didn't know how to measure that. Instead, we found, for example, that a large part did not know what gestures were, but they knew simpler things like how to turn on WIFI and Bluetooth.

What have we learned?

We learned how to program in flutter, especially the front-end part. as we said before we learned how to work with MVVM, state management, widgets, components and theme. We also worked with Next.js and Tailwind. We have found that Tailwind is very nice and easy to use for styling.

What we also learned is that there are a lot of design principles for basically everything from app design to product design.

We also learned how to perform a user test with Maze, how to create certain scenarios and test them. We also learned how to work with Jira, how to create tasks and how to plan. We also gained knowledge for documentation. Furthermore, we have written several documents in Overleaf using LaTeX.

What to do next time

Next time we want to make a better planning even though we used double diamond and scrum, we still managed to fall behind the schedule. The reason for this was that we didn't take portfolio into account. Furthermore, there were things like programming which took longer than we had planned in the beginning. The reason for this was mainly because our lack of knowledge regarding flutter.

we've learned to take everything into account when researching, not just how I'm going to research it, but also what do I want to do with the result and how to control and compare the result.